

WHAT IS CLAIMED IS:

1. A method for computer-enabled storyboarding of digital assets, comprising the steps of:

(A) providing a storage having a plurality of digital assets, wherein at least a portion of the digital assets are digital stream, each of the digital assets including at least one digital clip, each digital clip having a plurality of frames including one key frame corresponding to the digital clip;

(B) selecting, from the plurality of digital assets, a plurality of digital clips as a storyboard;

(C) transmitting, to a computer screen, an electronic signal representing a display corresponding to the storyboard, the display presenting an image for the key frame corresponding to each of the plurality of digital clips of the storyboard; wherein the image is a low-resolution image representing the key frame for at least one digital clip of the plurality of digital clips; wherein the image further includes (i) a title associated with the at least one digital clip, (ii) and a timing of the at least one digital clip;

(D) modifying the storyboard, including (i) adding, responsive to a user add request, at least a portion of an other digital asset of the plurality of digital assets, to the plurality of digital clips as the storyboard; (ii) deleting, responsive to a user delete request, one of the plurality of digital clips from the storyboard; (iii) re-ordering, responsive to a user re-order request, an order of the digital clips in the storyboard; and (iv) storing, responsive to a user save request, the storyboard;

(E) modifying at least one of the digital clips in the storyboard, including (i) adjusting, responsive to a user request, a beginning time for at least one of the digital clips; (ii) adjusting, responsive to a user request, an end time for at least one of the digital clips; and (iii) storing, responsive to the user request, the adjusted time for at least one of the digital clips; and

(F) playing the storyboard, including playing each digital clip in the storyboard in sequence.

2. The method as claimed in claim 1, wherein the storyboard is designated as one of private access and public access.
3. The method as claimed in claim 1, wherein there are stored a plurality of storyboards, each storyboard of said plurality of storyboards comprising a different plurality of digital clips.
4. The method as claimed in claim 1, wherein, responsive to a preview request, a list of a plurality of storyboards is presented, and further responsive to a selection request, one storyboard of the plurality of storyboards is selected, and further responsive to a selection request of at least one digital clip in the storyboard, said at least one digital clip is played.
5. The method as claimed in claim 4, wherein playing the digital clip includes determining a type of the digital clip, launching a player corresponding to the type of the digital clip, and running the player for the digital clip.
6. The method as claimed in claim 1, wherein the storyboard is stored as a derivative digital asset.
7. The method as claimed in claim 1, wherein the digital assets are of a type selected from digital video, animation, still shot, text, and audio.
8. The method as claimed in claim 1, wherein the storyboard is saved in storage as an ordered set of the plurality of digital clips, representing the storyboard.
9. The method as claimed in claim 1, wherein, responsive to a request to remove a selected one of the storyboards, the ordered set representing the selected one of the storyboards is deleted.
10. The method as claimed in claim 1, further comprising the step of associating a clip name with the storyboard.
11. The method as claimed in claim 1, further comprising the step of storing a caption for the key frame for at least one of the digital clips, wherein the display corresponding to the storyboard includes said caption for the key frame.

12. The method as claimed in claim 1, further comprising the step of storing each of said digital clips, each of said corresponding key frames, and data concerning a correspondence between said digital clip and said corresponding key frame.

13. The method as claimed in claim 12, further comprising, for at least one of said digital clips, a lightweight image for the corresponding key frame for the at least one digital clip, further comprising the step of storing the lightweight image.

14. The method as claimed in claim 13, wherein storage for the lightweight image is a database; and wherein storage for the digital clips and the key frames includes a streaming video server data store.

15. The method as claimed in claim 1, further comprising the step of exporting the plurality of digital clips in the storyboard in an export stage.

16. The method as claimed in claim 1, further comprising the step of importing at least one of the digital assets.

17. The method as claimed in claim 16, wherein the importing step includes importing a digitally encoded video file as at least one of the digital assets.

18. The method as claimed in claim 16, wherein the importing step includes importing a resource located at a URL as at least one of the digital assets.

19. The method as claimed in claim 14, further comprising the step of accessing at least one of the selected digital clips from the database, including retrieving a corresponding meta file from the database, and retrieving a corresponding digital stream from the streaming video server data store.

20. The method as claimed in claim 16, wherein the step of importing at least one of the digital assets includes:

(i) if the at least one digital asset is analogous to video, and if the at least one digital asset is digital video, then ingesting the at least one digital asset via a regular import;

(ii) otherwise, if the at least one digital asset is analogous to video and if the at least one digital asset is analog video, then encoding the at least one digital asset; and if a chunk is requested, then (a) inputting the at least one digital asset to a video logger to create a plurality of digital clips; otherwise (b) utilizing the at least one digital asset as one of the plurality of digital clips.

21. The method as claimed in claim 1, wherein a plurality of properties are associated with at least a portion of the plurality of digital assets, and further comprising the step of exporting the plurality of properties associated with at least one digital asset of the plurality of digital assets.

22. The method as claimed in claim 1, wherein a plurality of properties are associated with at least a portion of the plurality of digital assets, and further comprising the step of exporting (i) at least one digital asset of the plurality of assets, and (ii) the plurality of properties associated with the at least one digital asset.

23. A system for computer-enabled storyboarding of digital assets, comprising:

(A) an electronic storage having stored therein a plurality of digital assets, wherein at least a portion of the digital assets are digital stream, each of the digital assets including at least one digital clip, each digital clip having a plurality of frames including one key frame corresponding to the digital clip;

(B) a plurality of digital clips, selected from the plurality of digital assets, as a storyboard;

(C) an electronic signal representing a display corresponding to the storyboard, the display presenting an image for the key frame corresponding to each of the plurality of digital clips of the storyboard; wherein the image is a low-resolution image representing the key frame for at least one digital clip of the plurality of digital clips; wherein the image further includes (i) a title associated with the at least one digital clip, (ii) and a timing of the at least one digital clip;

(D) a library of commands to modify the storyboard, including (i) a user add request, to add at least a portion of an other digital asset of the plurality of digital assets, to the plurality

of digital clips as the storyboard; (ii) a user delete request, to delete one of the plurality of digital clips from the storyboard; (iii) a user re-order request, to re-order an order of the digital clips in the storyboard; and (iv) a user save request, storing the storyboard;

(E) a library of commands to modify at least one of the digital clips in the storyboard, including (i) a first user adjust request, to adjust a beginning time for at least one of the digital clips; (ii) a second user adjust request, to adjust an end time for at least one of the digital clips; and (iii) a user store request, to store the adjusted time for at least one of the digital clips; and

(F) a player, to play each digital clip in the storyboard in sequence.

24. The system as claimed in claim 23, wherein the storyboard is designated as one of private access and public access.

25. The system as claimed in claim 23, wherein there are stored a plurality of storyboards, each storyboard of said plurality of storyboards comprising a different plurality of digital clips.

26. The system as claimed in claim 23, further comprising a preview request and a selection request, wherein, responsive to a preview request, a list of a plurality of storyboards is presented, and further responsive to a selection request, one storyboard of the plurality of storyboards is selected, and further responsive to a selection request of at least one digital clip in the storyboard, said at least one digital clip is played by the player.

27. The system as claimed in claim 26, wherein the player determines, for the digital clip to be played, a type of the digital clip, launches a player corresponding to the type of the digital clip, and runs the player for the digital clip.

28. The system as claimed in claim 23, wherein the storyboard is stored as a derivative digital asset.

29. The system as claimed in claim 23, wherein the digital stream are of a type selected from digital video, animation, still shot, text, and audio.

30. The system as claimed in claim 23, wherein the storyboard is saved in storage as an ordered set of the plurality of digital clips, representing the storyboard.

31. The system as claimed in claim 23, further comprising a remove request, wherein, responsive to a request to remove a selected one of the storyboards, the ordered set representing the selected one of the storyboards is deleted from storage.

32. The system as claimed in claim 23, further a clip name associated with the storyboard.

33. The system as claimed in claim 23, further comprising a caption stored for the key frame for at least one of the digital clips, wherein the display corresponding to the storyboard includes said caption for the key frame.

34. The system as claimed in claim 23, further comprising data, stored in the electronic storage, concerning a correspondence between said digital clip and said corresponding key frame.

35. The system as claimed in claim 34, further comprising, for at least one of said digital clips, a lightweight image for the corresponding key frame for the at least one digital clip, wherein the lightweight image is stored in the electronic storage.

36. The system as claimed in claim 35, wherein the electronic storage having the lightweight image is a database; and wherein the electronic storage having the digital clips and the key frames includes a streaming video server data store.

37. The system as claimed in claim 23, further comprising an export stage, wherein the plurality of digital clips in the storyboard are exported from the electronic storage.

38. The system as claimed in claim 23, further comprising an import stage, wherein at least one of the digital assets are imported.

39. The system as claimed in claim 38, wherein the import stage has imported a digitally encoded video file imported as at least one of the digital assets.

40. The system as claimed in claim 38, wherein the import stage has imported a resource located at a URL imported as at least one of the digital assets.

41. The system as claimed in claim 36, wherein an accessed one of the selected digital clips in the database, includes a corresponding meta file in the database, and a corresponding video in the streaming video server data store.

42. The system as claimed in claim 38, wherein the import stage includes:

(i) if the at least one digital asset is analogous to video, and if the at least one digital asset is digital video, then the at least one digital asset ingested via a regular import;

(ii) otherwise, if the at least one digital asset is analogous to video and if the at least one digital asset is analog video, then the at least one digital asset is encoded; and if a chunk is requested, then (a) the at least one digital asset is input to a video logger to create a plurality of digital clips; otherwise (b) the at least one digital asset is utilized as one of the plurality of digital clips.

43. The system as claimed in claim 23, wherein a plurality of properties are associated with at least a portion of the plurality of digital assets, and the plurality of properties associated with at least one digital asset of the plurality of digital assets are exported.

44. The system as claimed in claim 23, wherein a plurality of properties are associated with at least a portion of the plurality of digital assets, and wherein (i) at least one digital asset of the plurality of assets and (ii) the plurality of properties associated with the at least one digital asset, are exported.

45. A system for computer-enabled storyboarding of digital assets, comprising:

(A) means for providing a storage having a plurality of digital assets, wherein at least a portion of the digital assets are digital stream, each of the digital assets including at least one digital clip, each digital clip having a plurality of frames including one key frame corresponding to the digital clip;

(B) means for selecting, from the plurality of digital assets, a plurality of digital clips as a storyboard;

(C) means for transmitting, to a computer screen, an electronic signal representing a display corresponding to the storyboard, the display presenting an image for the key frame corresponding to each of the plurality of digital clips of the storyboard; wherein the image is a low-resolution image representing the key frame for at least one digital clip of the plurality of digital clips; wherein the image further includes (i) a title associated with the at least one digital clip, (ii) and a timing of the at least one digital clip;

(D) means for modifying the storyboard, including (i) adding, responsive to a user add request, at least a portion of an other digital asset of the plurality of digital assets, to the plurality of digital clips as the storyboard; (ii) deleting, responsive to a user delete request, one of the plurality of digital clips from the storyboard; (iii) re-ordering, responsive to a user re-order request, an order of the digital clips in the storyboard; and (iv) storing, responsive to a user save request, the storyboard;

(E) means for modifying at least one of the digital clips in the storyboard, including (i) adjusting, responsive to a user request, a beginning time for at least one of the digital clips; (ii) adjusting, responsive to a user request, an end time for at least one of the digital clips; and (iii) storing, responsive to the user request, the adjusted time for at least one of the digital clips; and

(F) means for playing the storyboard, including playing each digital clip in the storyboard in sequence.

46. The system as claimed in claim 45, wherein the storyboard is designated as one of private access and public access.

47. The system as claimed in claim 45, wherein there are stored a plurality of storyboards, each storyboard of said plurality of storyboards comprising a different plurality of digital clips.

48. The system as claimed in claim 45, wherein, responsive to a preview request, a list of a plurality of storyboards is presented, and further responsive to a selection request, one storyboard



of the plurality of storyboards is selected, and further responsive to a selection request of at least one digital clip in the storyboard, said at least one digital clip is played.

49. The system as claimed in claim 48, wherein the means for playing the digital clip includes means for determining a type of the digital clip, means for launching a player corresponding to the type of the digital clip, and means for running the player for the digital clip.

50. The system as claimed in claim 45, wherein the storyboard is stored as a derivative digital asset.

51. The system as claimed in claim 45, wherein the digital stream are of a type selected from digital video, animation, still shot, text, and audio.

52. The system as claimed in claim 45, wherein the storyboard is saved in storage as an ordered set of the plurality of digital clips, representing the storyboard.

53. The system as claimed in claim 45, wherein, responsive to a request to remove a selected one of the storyboards, the ordered set representing the selected one of the storyboards is deleted.

54. The system as claimed in claim 45, further comprising means for associating a clip name with the storyboard.

55. The system as claimed in claim 45, further comprising means for storing a caption for the key frame for at least one of the digital clips, wherein the display corresponding to the storyboard includes said caption for the key frame.

56. The system as claimed in claim 45, further comprising means for storing each of said digital clips, each of said corresponding key frames, and data concerning a correspondence between said digital clip and said corresponding key frame.

57. The system as claimed in claim 56, further comprising, for at least one of said digital clips, a lightweight image for the corresponding key frame for the at least one digital clip, further comprising means for storing the lightweight image in storage.

58. The system as claimed in claim 57, wherein storage for the lightweight image is a database; and wherein storage for the digital clips and the key frames includes a streaming video server data store.

59. The system as claimed in claim 45, further comprising means for exporting the plurality of digital clips in the storyboard in an export stage.

60. The system as claimed in claim 45, further comprising means for importing at least one of the digital assets.

61. The system as claimed in claim 60, wherein the importing means includes means for importing a digitally encoded video file as at least one of the digital assets.

62. The system as claimed in claim 60, wherein the importing means includes means for importing a resource located at a URL as at least one of the digital assets.

63. The system as claimed in claim 60, further comprising means for accessing at least one of the selected digital clips from the database, including means for retrieving a corresponding meta file from the database, and means for retrieving a corresponding video from the streaming video server data store.

64. The system as claimed in claim 60, wherein the importing means for at least one of the digital assets includes:

(i) if the at least one digital asset is analogous to video, and if the at least one digital asset is digital video, then means for ingesting the at least one digital asset via a regular import;

(ii) otherwise, if the at least one digital asset is analogous to video and if the at least one digital asset is analog video, then means for encoding the at least one digital asset; and if a chunk is requested, then (a) means for inputting the at least one digital asset to a video logger to create a plurality of digital clips; otherwise (b) means for utilizing the at least one digital asset as one of the plurality of digital clips.

65. The system as claimed in claim 45, wherein a plurality of properties are associated with at least a portion of the plurality of digital assets, and further comprising means for exporting the plurality of properties associated with at least one digital asset of the plurality of digital assets.

66. The system as claimed in claim 45, wherein a plurality of properties are associated with at least a portion of the plurality of digital assets, and further comprising means for exporting (i) at least one digital asset of the plurality of assets, and (ii) the plurality of properties associated with the at least one digital asset.

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